AMENDMENTS TO THE CLAIMS:

The following listing of claims supersedes all prior versions and listings of claims in this application:

1. (Currently Amended) A method of streaming a sequence of video frames from a server to a client device, said method comprising ~~using said server to effect~~:

using a server to capture and/or store ~~capturing and/or storing~~ each video frame in ~~said~~ a sequence of video frames, each frame comprising a matrix of "m" pixels by "n" pixels;

said server compressing each said m by n frame to a respective derived frame of "p" pixels by "q" pixels, where p and q are respectively substantially less than m and n, for display on a screen of ~~said~~ a client device which is capable of displaying a frame of at least p pixels by q pixels;

said server transmitting at least one derived frame to said client device;

said server receiving, from the client device, signals defining a preferred selected viewing area of less than m by n pixels, said signals including data defining a preferred location within the m pixel by n pixel frame of said preferred selected viewing area;

said server compressing subsequent video frames in the sequence of m pixel by n pixel video frames to a further derived sequence of p pixel

1725292

by q pixel ~~frame sin~~ <u>frames in</u> accordance with the received selected
viewing area; and

    <u>said server</u> transmitting the further derived sequence of frames to
the client device for display on the screen of the client device.

    2. (Original) A method according to Claim 1 in which the received
signals also define a zoom level comprising a selection of one from a
plurality of offered effective zoom levels each selection defining a frame
comprising at least p pixels by q pixels but not more than m pixels by n
pixels.

    3. (Previously Presented) A method according to Claim 1 in which
the received signals are used to cause movement of the transmitted
frame from a current position to a new position on a pixel by pixel basis.

    4. (Previously Presented) A method according to Claim 1 in which
the received signals are used to cause movement of the transmitted
frame on a frame area selection basis.

    5. (Original) A method according to Claim 1 in which the frame to
be transmitted is automatically selected by detecting an area of apparent
activity within the major (M by N) frame and transmitting a smaller frame
surrounding that area.

6. (Previously Presented) A method according to claim 1 in which received control signals are used to select one of a plurality of pre-determined frame sizes and/or viewing angles.

7. (Original) A method according to claim 6 in which the control signals are used to move from a current position to a new position within the major frame and to change the size of the viewed area whereby detailed examination of a specific area of the major frame may be achieved.

8. (Original) A method according to Claim 7 in which the selection is by means of a jump function responsive to control functions to select a different frame area within the major frame in dependence upon the location of a pointer.

9. (Original) A method according to Claim 7 in which the selection is by means of a scrolling function, control signals causing frame movement on a pixel by pixel basis.

10-13. (Cancelled)

1725292

14. (Previously Presented) A server comprising:

a computer or file server having access to a plurality of video stores, each of which stores a sequence of video frames, which frames each comprise a matrix of "pixels by "n" pixels ;

the computer including means to compress each said m by n frame to a derived frame of "p" pixels by "q" pixels, where p and q are respectively substantially less than m and n, for display on a screen of said client device capable of displaying a frame of at least p pixels by q pixels, and to cause each frame to be transmitted;

the server being responsive to received signals defining a preferred selection of viewing area of less than m by n pixels and signals defining a preferred location within an earlier transmitted frame to select the location within the m by n major frame from which the next p by q derived frame is transmitted, to cause compression of the selected viewing area to a further derived sequence of frames of p pixels by q pixels and to cause the transmission of the further derived frames for display on the screen of the client device.

15. (Previously Presented) A server as claimed in Claim 14, further comprising a camera for capturing images to be transmitted and a digital image store in which such images are held as a series of video frames, each frame comprising a matrix of "m" pixels by "n" pixels, in which images captured by the camera are stored in the digital image store, the server computer being responsive to control signals received from terminal

- 6 -

apparatus to move from a current position to a new position within a stored major m x n frame and to compress a selected area at the new position so that movement through the viewed area may be performed by the user at a specific instant in time if live action viewing indicates a view of interest potentially beyond or partially beyond a current viewing frame.

16. (Previously Presented) A server as claimed in Claim 14 in which the computer runs a plurality of instances of a selection and compression program to enable respective transmissions to different users to occur.

17. (Previously Presented) A server as claimed in Claim 16 in which each instance of the selection and compression program provides a selection from a camera source or stored images from one of said video stores.

18. (Previously Presented) A server as claimed in claim 14 in which a digitized major frame image from the camera or video store is pre-selected and divided in to a plurality of frames each of which is simultaneously available to switch means responsive to customer data input to select which of said frames is to be transmitted.

19. (Previously Presented) A server as claimed in Claim 18 in which the selected digitized image passes through a codec to provide a packaged bit stream for transmission to a requesting customer.

20. (Previously Presented) A server as claimed in Claim 18 in which each of the plurality of frames is converted to a respective bit stream ready for transmission to a requesting customer a switch selecting, in response to customer data input, the one of the bit streams to be transmitted.

21. (Previously Presented) A server as claimed in claim 14 in which the computer is responsive to customer input signalling defining selection of a part frame to be viewed from a major frame, the server responding to a customer data packet requesting a transmission by transmitting a compressed version of the major frame or a pre-selected area from the major frame and responds to subsequent customer data signals defining a preferred location of viewing frame to cause transmission of a bit stream defining a viewing frame at the preferred location.

1725292